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(54) **GAME SYSTEM, COMPUTER-READABLE
NON-TRANSITORY STORAGE MEDIUM
HAVING STORED THEREIN GAME
PROGRAM, GAME PROCESS CONTROL
METHOD, AND GAME APPARATUS**

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(57) **ABSTRACT**

A first input image is displayed in a predetermined area on a touch screen, and a second input image in which images in a plurality of areas are drawn so as to be distinguishable from each other by a player is displayed in accordance with a touch input on the first input image instead of the first input image. It is determined whether a touch input has been performed on any of the images in the plurality of areas of the second input image, and a process is performed in accordance with the touched image in the area. Then, a predetermined object is controlled on the basis of a timing of the touch input on the second input image and a result of the process corresponding to the touched image in area.

